WHAT IS CLAIMED IS:

5   1. In a computer-based game, a method of compiling and displaying participant game events and status information, said method comprising the steps of:

       composing a single common information display image to include a plurality of participant windows for visually displaying game events and status
10   information for a respective plurality of participants;

       updating each of said participant windows in real-time as the game proceeds so that said participant windows show each event of each participant's game in real time, and current status information for each of said plurality of participants; and

15   presenting said single common information display image to said plurality of participants throughout the course of the game on one or more display devices, so that each participant can view all participant's games and monitor individual progress toward winning the game in relation to the progress of other participants.

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       2. The method of claim 1 wherein said updating step further includes the step of indicating a winning participant at the conclusion of the game.

       3. The method of claim 2 wherein said step of indicating the winning
25   participant comprises visually indicating the winning participant.

       4. The method of claim 3 wherein said step of indicating the winning participant additionally comprises audibly indicating the winning participant.

5. The method of claim 2 wherein said step of indicating the winning participant comprises audibly indicating the winning participant.

6. The method of claim 1 wherein said composing step further comprises composing the single common information display image to include a game status window for visually displaying general game status information.

7. The method of claim 1 wherein said presenting step comprises presenting said single common information display image for viewing by said participants at a game site.

8. The method of claim 7 wherein the game site includes a plurality of participant seats arranged in a predetermined array, and further wherein said composing step comprises arranging said participant windows of said single common information display image in accordance with said predetermined array of participant seats, so that each participant can identify the location and identity of other participants at the game site by viewing said common single information display image.

9. The method of claim 1 wherein said composing step comprises determining the number and size of participant windows to be included on the single common information display image, and determining the information to be included within each of said participant windows.

10. The method of claim 1 further including the step of inputting participant information regarding each participant's participation and stake in the game.

11. The method of claim 10 wherein said participant information inputting step comprises entering said participant information via one of a plurality of participant terminals.

5   12. In a computer-based game, a system of compiling and displaying participant status information, said system comprising:

computer means for composing a common information display image to include a plurality of participant windows for visually displaying status information for a respective plurality of participants;

10   said computer means including processor means for updating each of said participant windows in real-time as the game proceeds so that said participant windows include current status information for each of said plurality of participants; and

display means for presenting said common information display image

15 to said plurality of participants throughout the course of the game, so that each participant can monitor individual progress toward winning the game in relation to the progress of other participants;

wherein said display means presents said common information display image for viewing by said participants at a game site,

20   wherein the game site includes a plurality of participant seats arranged in a predetermined array, and further wherein said computer means includes means for arranging said participant windows of said common information display image in accordance with said predetermined array of participant seats, so that each participant can identify the location and identity of other

25 participants at the game site by viewing said common information display image.

13. The system of claim 12 wherein said processor means includes means for identifying the winning participant at the conclusion of the game, and further wherein said display means includes means for visually indicating the

30 winning participant at the conclusion of the game.

14. The system of claim 12 further including means for audibly indicating the winning participant at the conclusion of the game.

15. The system of claim 12 wherein said computer means further composes the common information display image to include a game status window for visually displaying general game status information.

16. The system of claim 12 wherein said computer means includes means for composing the common information display image to include a summary status window including information regarding participation in the game by "virtual" participants, and further wherein said display means includes the summary status window on the common information display.

17. The system of claim 12 further including participant terminals for inputting to said computer means participant information regarding each participant's participation and stake in the game.

18. The system of claim 17 wherein said processor means comprises a plurality of processor units associated individually with each of said participant terminals, and video memory means for coupling said processor units to said display means.

19. A computer-based game system, comprising:

computer means including means responsive to inputted participant information to open accounts for a plurality of "active" participants and for a plurality of "virtual" participants;

a plurality of "active" participant terminals associated respectively with said plurality of "active" participants and each including means for inputting to said computer means participant information regarding the participation and stake in the game for each of said "active" participants; and

at least one "virtual" participant terminal including means for inputting to said computer means participant information regarding the participation and stake in the game for each of said plurality of "virtual" participants;

said computer means including means for initiating and controlling play of the game in steps and including at least one visual display image on one or more display devices for presenting current status information regarding the progress of the game;

said computer means further including means for identifying the winning participant at the conclusion of the game and for visually indicating said winning participant on said at least one visual display at the conclusion of the game;

wherein a game site includes a plurality of "active" participant seats arranged in a predetermined array, and further wherein said computer means includes means for composing said display image to include a plurality of "active" participant windows arranged in accordance with said predetermined array of "active" participant seats, so that each "active" participant can identify the location and identity of other "active" participants at the game site by viewing said display image.

20.   The system of claim 19 wherein said display image includes summary status information for said plurality of "virtual" participants.